USE JS IN WASM

```
1 #include <stdbool.h>
2
3 void consoleLog(bool result);
4
5 void isEven(int num) {
6     consoleLog(num % 2 == 0);
7 }
```

USE JS IN WASM

```
1 const wasmModule = new WebAssembly.Module(wasmCode);
2 const wasmInstance = new WebAssembly.Instance(wasmModule, {
3   env: {
4     consoleLog: console.log,
5   }
6 });
7 const { isEven } = wasmInstance.exports;
8 isEven(42);
```